

ABSTRACT

The invention can finish a game comprising a plurality of stages in a desired time for which a player wishes to play the game. A game machine or a game distributing system has stage storage means (109) for 5 storing the a plurality of stages, model time storage means (108) for storing model times as standard times required to clear each of stages, desired time setting means (104) for setting the time the player wishes to play the game for, and stage selecting means (106). The stage selecting means (106) selects a combination of the a plurality of stages so as 10 to finish the game in a time corresponding to the desired time set by the player with reference to the model time of each stage.